MATRIX PROJECT: Tic-Tac-Toe:

Create a program TICTACTOE that will enable you to write a complete program to play the game of Tic-Tac-Toe. The class contains a 3-by-3 two-dimensional array of integers. The constructor make all of the original values of 2D array zero. Allow two human players. Wherever the first player moves, place a 1 in the specified square, and place a 2 wherever the second player moves. Each move must be to an empty square. After each move, determine whether the game has been won and whether it is a draw. If you feel ambitious, modify your program so that the computer makes the moves for one of the players. Also, allow the player to specify whether he or she wants to go first or second.